

# Nintendo ENTERTAINMENT SYSTEM

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## CODEMASTERS™



### ABSOLUTELY BRILLIANT!



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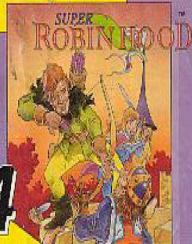
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FOUR GAMES

IN ONE CARTRIDGE!

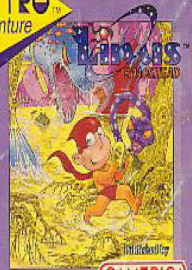
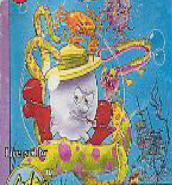
*Boomerang  
Kid*



4

QUATTRO™  
Adventure

*COAST ISLAND  
DIZZY*



## CODEMASTERS



# Nintendo ENTERTAINMENT SYSTEM



## CODEMASTERS™

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**IMPORTANT** Please refer to inside back cover for important precautions.

If you don't manage to get this cartridge working please send it to us at the address at the bottom of this page and we'll replace it as fast as we can.

## Helpline...

If you need help with any of these games you can phone the **1-900**

**RESTART** help line for hints and secrets.

(that's **1-900-737-8278**)

This line contains help with all 4 games but there is more help with Treasure Island Dizzy than the other three games.

This call costs \$1.75 for the first minute and 90cents for every minute after that. You can only use this line if you have a touchtone phone.

Callers who are 18 or under **MUST** get the permission of their parents first.

**1-900-RESTART** also has help with The Fantastic Adventures of Dizzy™ and Bignose the Caveman™

Cometrix Limited Inc.

3701 Commercial Avenue NORTHBROOK Illinois 60062, USA

Tel 708-498-4525



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Linus Spacehead™ 19

### Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate. Use the SELECT button to point the arrow on the screen at the game you want to play.

Press the START button to activate the game, then read the section in this booklet about playing the game.

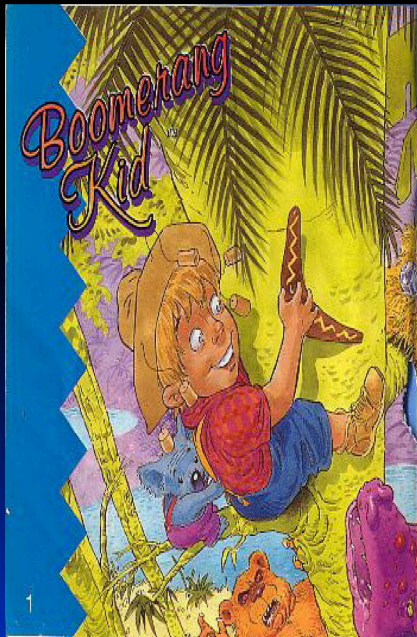
During play you can use the RESET button to start the chosen game again.

When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.

#### QUATTRO ADVENTURE

##### CHOOSE GAME

1. LINUS SPACEHEAD
2. SUPER ROBIN HOOD
3. BOOMERANG KID
4. TREASURE ISLAND DIZZY



**B**oomerang Kid™ was lost by his parents on a camping trip to the outback. Luckily an Aborigines tribe found him and saved him from being a Dingo's dinner. The Aborigines raised him as one of their own and taught him the ways of survival in the outback.



Snapping Alligators, hungry Dingos and cute Koalas, Boomerang Kid learned about all the animals in the outback and studied their movements. He also learned to find his way around the treacherous terrain that was now his home. Now that Boomerang Kid is older he wants to repay the Aborigines, so when their boomerang store is raided he sets out to find them, vowing not to return until he has every single one!

## ABOUT THE GAME...

Boomerang Kid™ has been given the task of collecting all of the boomerangs from three different worlds:

### THE OUTBACK THE CASTLES THE CAVES

To make the task more difficult, there are many traps and puzzles and deadly creatures too!

Each of the worlds are divided into rooms, there are ten in each world, although Boomerang Kid only has to pass through six of them; at the end of each one, he has a choice of which way to go

#### Boomerangs

These are collected by running/jumping through them. All of them must be collected for Boomerang Kid to leave the room.



Boomerang Kid and his dog, Toby

#### Creatures

The creatures come in various forms- all are deadly upon contact! -Hint: Beware of scenery which comes to life

#### Platforms

There are various types of tricky platforms:

**Conveyer belts:** These will move Boomerang Kid™ sideways unless he is moving in the opposite direction when he lands on them.

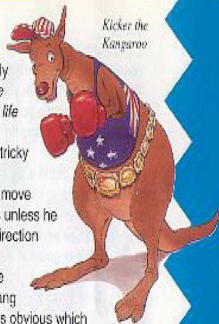
**Crumbling platforms:** These disintegrate when Boomerang Kid is on them it isn't always obvious which ones will disintegrate!



Deep in the Castle



Watch out for the frog!



Kicker the Kangaroo

#### Switches

Some rooms contain switches which have various effects when pushed, some rooms contain tunnels which transport Boomerang Kid to other parts of the room.

#### Springs

These will spring Boomerang Kid high into the air when he jumps on them.

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## Timer

Each room must be completed within a time limit. When you exit a room you are awarded bonus points for each unit of remaining time.

## Lives

You start the game with three lives. Boomerang kid™ will lose a life by falling too far or falling down a pit, falling into water or lava, running into a creature and by running out of time.

*An extra life is given at the end of each world.*



*Dissolving bridge*

## CONTROLS:

Boomerang Kid can run left and right and jump. The longer button A is held down, the further he jumps.  
*Hint:* Be careful not to fall too far - Boomerang Kid will lose a life!

**START** pauses the game/continues.

**SELECT** makes the timer go down fast (in case you are stuck with no way out).

### Room Selection screen:

To select which way to go after completing a room, push **LEFT** or **RIGHT** and **A**, **B** or **START** to select.

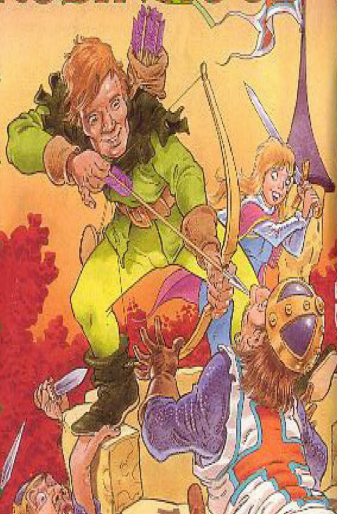


*Tricky jumps!*



*Howard the Dingo*

## SUPER ROBIN HOOD



7

A thousand years ago in the ancient heart of old England the Sheriff of Nottingham held the people in an iron fist. The King has gone overseas and in his absence the Sheriff is demanding higher and higher taxes threatening those who complain and imprisoning those who refuse.

As winter draws nearer the impoverished peasants grow more and more desperate. They have no money for food and the Sheriff grows ever more powerful.

The Earl of Huntingdon, also known as Robin Hood, was once a nobleman and faithful servant of the King but now he is an outlaw in the green forest of Nottingham which stretches, unbroken, for hundreds of miles and is mostly unexplored. He lives in the forest with his wife, Maid Marian, as a bandit stealing money from the tax collectors and noblemen as they travel through and then giving it to the poor.



The Sheriff is beside himself with rage and has kidnapped Maid Marian holding her as a hostage to force Robin Hood to give himself up.

But Robin has found a way into the Sheriff's castle where Maid Marian is being held. The rescue begins...

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## NOTTINGHAM'S CASTLE

Robin Hood must fight his way through the Sheriff of Nottingham's castle. The main enemies are the sheriff's thugs! Great troll like guards, armed with crossbows and patrolling dwarves armed with spears. Robin will also have to deal with a whole range of other nasties: bats, barrels spiders, fire-breathing gargoyles, cannon balls, spiked balls and great drilling spikes that spring up from ground.

### Keys and Treasure

The route Robin must take through the castle is very tortuous! He must find keys to open doors and activate lifts, leading him deeper into the castle. Robin must also collect all the stolen treasure that he finds in the castle so he can give it to the poor.



*A royal bedroom*

### The treasure is...

- 8 Chests
- 8 Crowns
- 8 Diamonds
- 8 Shields
- 8 Goblets
- 8 Rubies



*The treasure screen*

### Hearts and Lives

The game starts with 3 lives, shown top right of the screen, each life consists of three chances, shown as three beating hearts in the top left hand corner of the screen.

*Extra hearts can be found in the castle, if you can collect a total of 6, 3 of them will be turned into a new life!*

Each time you are hit by something, you will lose one heart and become invincible for a short time - this should enable you to get clear of the danger zone!



*Robin to the rescue!*



*Top of the Castle!*

### Hints:

*You can duck below some arrows, others you can jump!*

*Study and learn the thugs firing routines, don't rush into dangerous places.*

## Secret Passages

Nottingham castle is full of secret passages which can be revealed if Robin can find the trigger points so get searching!



*Hiding in the water*

Robin will find trampolines which he can bounce on to reach higher platforms. To get a really high bounce, Robin must bounce on a trampoline several times.

### The various scenes:

Nottingham castle is very large so Robin will have to travel through many areas, why not make a map? and keep looking for those secret corridors! Here is a list of the different areas in the castle...

The Great Halls & Corridors	Master Rooms
The Dungeons/Cellars	Chapels
Underground Caves	Outside-
Torture Chambers	(on the castle ramparts)
Kitchens	Inside the Towers
Dining Rooms	Secret Rooms
Bedrooms	

### Water

Robin can walk in water, but he will be killed if he falls into any lava!

### Trampolines

At various places throughout the castle,

## CONTROLS:

Robin Hood is able to perform quite a number of moves...

### UP

- will make him climb ladders ropes or chains.

### DOWN

- will make him crouch, and climb down ladders ropes or chains.

### LEFT and RIGHT

- run left and right.

### A

- jump.

### B-

load and shoot arrows

### START

- pause/unpause

### Advanced Controls:

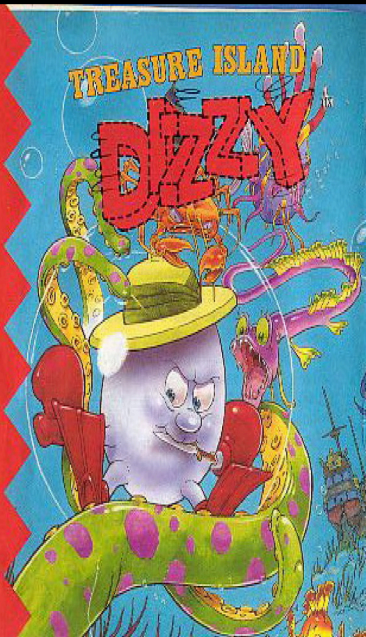
**Jumps:** The longer Robin runs in one direction, the faster he will run - you will often need this extra speed to make those big jumps. The faster he runs, the higher Robin is able to jump.

**Crouching:** If Robin is running fast and then crouches down he will be able to slide along on his knees! This is very useful for getting under low walls

**Shooting:** Robin needs time to load an arrow before he can shoot - you can however hold the loaded arrow by holding the B button and then release it instantly!



*'Brasser', one of the Sherrif's guards.*



All the Yolkfolk gathered at the beach to wave goodbye to Dizzy™ in his new boat. He had built it himself and it really was very nice, with its bright white sails and shiny red hull. Dizzy felt proud as Daisy kissed him goodbye and the fresh sea breeze filled the sails, and the boat sailed out to sea on its first voyage.

The sky was clear and the weather was fine as Yolkfolk's village disappeared over the horizon. Dizzy dangled his fishing rod over the side and daydreamed about what adventures might lie ahead in strange, distant lands.

Suddenly the wind stiffened, the boat started to roll, and dark clouds gathered in the sky. 'Grand Dizzy was wrong about the weather', thought Dizzy as the waves started breaking over the side of the boat. Before long a ferocious storm was raging, and Dizzy's



little boat was being tossed about in the enormous waves. Lightning crackled and thunder roared as Dizzy tried bravely to keep the boat afloat, but it was no use. Just before the boat sank below the surface, Dizzy spotted a distant island illuminated by a flash of lightning. He dived into the heaving waters and started to swim...

That was how Dizzy came to find himself poaching on the silent, sun-kissed beach of a seemingly deserted island. Now he had to somehow find a way back to Zakeria, land of the Yolkfolk.

## Stranded!

Dizzy™ has been Shipwrecked on a desert island. Your job as Dizzy is to find your way off the island. Your adventure begins on the beach of the desert island.

### The Great Explorer

To start with, you will only be able to move around a small part of the map because you are stopped from going further by different puzzles. As you solve these

puzzles, more and more of the map will gradually open up, revealing more new puzzles.

Some of the puzzles can be solved using agility and skill, but others must be solved using the correct object. Objects Dizzy finds can be picked up and used to solve the puzzles.

*Dizzy*



*Dizzy goes diving*

## Solving Puzzles

When you find an object, stand in front of it, press the B button and Dizzy™ will pick it up (he can carry up to three objects). The name of the object will be shown in the display panel at the top of the screen. Any other objects will be shifted up (and the top object of the three will be dropped where Dizzy is standing).



*Dizzy with some objects*

To solve a problem, pick up the object, position Dizzy next to the problem and drop it again. You should experiment with the exact positions to drop objects next to puzzles as this can sometimes be important.

### Creatures

Dizzy should beware of all the creatures on the treasure island, most of them are deadly! though some hide treasure and some will have weird effects on Dizzy if he touches them.



*General Hawkins, the Lionfish.*

## Hints:

Water: Be careful in water, everybody knows that eggs are air-breathers!

Don't wind up fried... be careful of fire!



A clue shown on a scroll

The magic pebble was left by an ancient tribe known to have built strange totem poles.



Mind that trap!

gold hidden on the island; find these before making an escape from the island... some of these are very well hidden!

**GOOD LUCK!**

Look out for scrolls, when you find one, read it -they give important clues.

Traps: Be cautious of where you step in the treehouse village

The magic pebble was

## Escaping from the Island

There are two ways to complete the game...

**Solution 1 -Tricky-** Find a way off the island and back to the Yolkfolk.

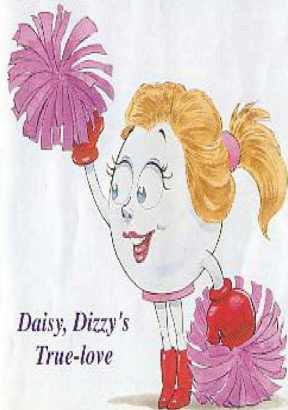
**Solution 2 -Very Tricky-** There are Thirty pieces of

## Controls:

The **LEFT** and **RIGHT** buttons walk Dizzy™ around the landscape.

The **A** button is for jump and Dizzy will pickup/drop/ use and read with the **B** button.

**START** will start the game and pause the game during play.



*Daisy, Dizzy's  
True-love*



**C**osmic!, shouted Linus as he power slid his Stingray Convertable around the turnpike on Route 55 of the Galactic Highway. 'This baby really moves!'

'What a rush!', he screamed as he tore past his home planet of Linoleum at 30,000 miles an hour. 'with this mean machine I'll be a dead cert to win the Galactica Bumper Car Race next week', he thought.

Linus' foot was on the floor and the Stingray was streaking across the Milky Way. Then suddenly the engine's note changed, and a terrible *phutt, phutt* noise came from under the hood. The engine died.

'Galactic goof-up! I've ran out of gas!'. By now he was hurtling through space at 200,000 miles an hour towards a distant unknown star and he had no power to do anything about it.

The Stingray screamed through a red light on an Intersection narrowly missing a sluggish old Stellar Capri. Linus glanced to his side and read the star sign by the side of the highway, 'Planet Earth 50,000 miles' it said.

'Stress man!', exclaimed Linus, 'I've never even heard of Planet Earth -I hope the natives are friendly'

'Cosmic close-calls!', hollered Linus as he scraped past a rusty old satellite and entered the Planets atmosphere with a bang. Before he knew it his shiny new stingray was rumbling down a mountain towards the sea, fenders and antennas, windshield wipers and tail lights falling off left right and centre.

The spacecraft entered the sea with an almighty crash and sank to the bottom. 'Heavy, heavy, heavy' groaned Linus as he clambered out of the wreckage. 'I've got a feeling my adventures are just beginning...' and he was right....



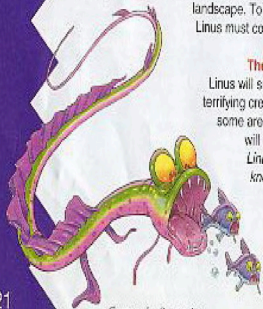
## Return to Linoleum

Linus Spacehead™ has accidentally crashed his brand new spacecar at the bottom of an ocean on Planet Earth, your job is to guide him back by climbing up and along the scenery avoiding the Earth's strange inhabitants so Linus can reach a place that is high enough for him to send an SOS radio signal.

To add to his troubles, Linus' radio got smashed into many pieces and scattered over the landscape. To make his radio work, Linus must collect all the pieces on his way.



*Alligator's tail*



*Cessar the Seasnake*

### The Earths Inhabitants

Linus will see many strange and terrifying creatures on his travels, some are deadly though some will only stun. *Hint: when Linus is stunned he gets knocked backwards...if you can't avoid a creature, turn your back on it and it will knock you in the direction you want to go.*

### Cosmic Candy!

Linoleum's most popular snack is well known for its healthy properties, Linus was well stocked up on these when he went for his drive so there are plenty lying around from his crash. Every five Cosmic Candy bars that Linus collects he gets an extra life, happy hunting!

### Secret rooms

*If Linus searches the landscape hard enough he might just find a secret room stuffed with cosmic candy!*



*Linus finds a piece of radio*

*Trevor the Toucan*



### The radio screen

When Linus finds a piece of his radio (shown as a valve), you will see a screen showing the radio being pieced together. The pieces that are missing are shown in a faint color.

## Natural hazards

As well as all the creatures, Linus will also have to avoid natural hazards such as whirlwinds, falling rocks and great chasms. Some of the jumps, Linus can only just reach. *Hint: on tricky jumps, stand Linus on the edge of the jump and jump on the spot, next move to the direction you want him to jump still holding the jump button. -This way you can always be sure to make those tricky jumps!*



*Yikes! -a swarm of bees!*

## Controls:

Linus Spacehead™ can run **LEFT** and **RIGHT**, **DOWN** will make him duck and crouch and the **A** button makes him jump. **START** will pause/unpause the game.



*Leeroy the Alligator*



*Linus Spacehead™ finds a wrench from his toolkit.*

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Three more Codemasters games available from  
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Each of the 4 games in this collection is carefully researched and programmed to be as accurate as possible and to capture the tension and atmosphere of the original sport.



## ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS

David and Richard Darling started writing video games while they were in their early teens and still at school in England.



From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

# Nintendo ENTERTAINMENT SYSTEM

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the CamERICA game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE.

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In no event will CamERICA be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this CamERICA game cartridge.

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Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law if any jurisdiction and such provision shall be severed from the rest of these terms.

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The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference and
- (2) This device must accept any interference received including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/television technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

### IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

**DO NOT** touch the connectors or get them wet or dirty.

**DO NOT** clean the game with benzene, alcohol, paint thinner or other such solvents.

**DO NOT** store the game in places that are very hot or very cold.

**DO NOT** hit it or drop it or attempt to take it apart.

**DO NOT** use on a FRONT OR REAR PROJECTOR TV.

Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

CamERICA will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.